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SONIC TEAM



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INSTRUCTION BOOKLET

THIS SEAL OF YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



THIS GAME SUPPORTS
ALTERNATING GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.

2 PLAYER SIMULTANEOUS



THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.

LICENSED BY

Nintendo

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Thank you for purchasing SONIC MEGA COLLECTION™. Please note that this software is designed only for use with the NINTENDO GAMECUBE. Be sure to read this instruction booklet thoroughly before you start playing.

SONIC MEGA COLLECTION™



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While the games in this collection have retained their original MECA DRIVE™ format, minor graphical modifications have been made.





Setting Up



HARDWARE SETUP

SONIC MEGA COLLECTION™ is a collection of games for one or two players. Connect the NINTENDO GAMECUBE CONTROLLERS to the Controller Sockets 1 and 2 (depending on the number of players participating).



MEMORY CARD

SONIC MEGA COLLECTION™ is compatible with the NINTENDO GAMECUBE MEMORY CARD 99 (sold separately). Insert the Memory Card to Memory Card Slot A. 2 blocks of free memory and one free file are needed to create the system file (which includes all game data for Sonic the Hedgehog 3 etc.).

When the data is being saved, manually or automatically, a message will be displayed to notify that such action is taking place. Never turn OFF the NINTENDO GAMECUBE power or remove the Memory Card while the game data is being saved or loaded.



Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



Controls



*All controls explained in this manual are in "DEFAULT 1" configuration. See PB for details on Controller Configuration (of Options Menu)

MULTIPLAYER GAMES

With some games, more than one player can participate either simultaneously or alternating.

• SIMULTANEOUS PLAY

With simultaneous play, players use their own controller to play (connected to Controller Sockets 1 and 2).

• ALTERNATING PLAY

With alternating play, each player takes turns playing the game using one controller (connected to Controller Socket 1).

GAME CONTROLS

The following game controls are common to most Sonic the Hedgehog titles. Press START/PAUSE during any game to pause the action.

- Press **↔** on the Control Stick / + Control Pad to run, hold down to speed up (dash), and press the reverse direction to brake quickly.
- While moving, press **↻** to move freely while spinning and attack enemies. Press the A, B, or X Buttons to jump and Spin Attack.
- Hold down **↻** on the Control Stick / + Control Pad while standing and then press the A, B, or X Buttons to spin. Release the button to perform a Spin Dash.



The additional button function and character-based controls are not explained under each game title but after selecting them. There is a special screen for this just before launching each game. These controls do not apply to Sonic 3D Flickin' Island, or Dr. Robotnik's Mean Bean Machine.



Starting the Game



GAME FILES

After you press START/PAUSE on the Title Screen, the game will look for a system file in the Memory Card inserted in Memory Card Slot A. If there is a Sonic Mega Collection system file containing Game Logs and other options in the Memory Card, the game will load the file and overwrite the existing file when you save the game. If the Memory Card has no system file, you can either create a file and start the game or play the game without one.

If there is no Memory Card inserted, a Warning Screen will be displayed. Use Control Stick / + Control Pad \uparrow/\downarrow to select either "Continue without saving" or "Retry" and press the A Button. If there is no space available on the Memory Card, there is an additional option called "Manage Memory Card".



MEGA COLLECTION MENU

Menu Controls

START/PAUSE	GAME START
Control Stick / + Control Pad	SELECT / SCROLL
A Button	ENTER
B Button	CANCEL / PREVIOUS MENU

The first screen you access is the Sonic Mega Collection Menu. Use \uparrow/\downarrow to select the menu item and press the A Button to enter.



GAMES	Access to available games.
MANUALS	Check the original game manuals.
SETTINGS	Change and save various game settings.
EXTRAS	View movies, illustrations, and comics.

Starting the Game

GAME MENU

During the Game Menu, use \uparrow/\downarrow to select from available game titles and press the A Button to enter.



• GAME REFERENCE SCREEN

The Game Reference Screen will be displayed when you select a title from the Game Menu. Use \uparrow/\downarrow to scroll the screen. Press the X Button to see the manual, the A Button to start the game, or the B Button to return to the Game Menu.



MANUALS / EXTRAS

Manuals / Extras Controls

C Stick	\leftarrow : back page / \rightarrow : next page
Control Stick / + Control Pad	Select items / Item 1 / Item 2
R Button	Zoom in
L Button	Zoom out
A Button	Display or remove manuals
B Button	Turn off all screens
B Button	Back

The digital manual can be accessed through either Game Reference Screen or directly from the SONIC MEGA COLLECTION™.



From the Extras Menu, use \uparrow/\downarrow to select the menu items and press the A Button to enter. Use the above controls to view the "COMICS" and "ILLUSTRATIONS".

Also

Comics provided by Archie Comic.

Starting the Game

OPTIONS

During the Options Menu, use \uparrow/\downarrow to select the menu items and press the A Button to enter.

To save the game settings you have chosen, select "SAVE & EXIT" and press the A Button. Press the B Button to return to the Sonic Mega Collection Menu without saving.



• Audio



Use \uparrow/\downarrow to select either "STEREO" or "MONO" (Monaural) and press the A Button. Press the B Button to return to the Option.

• Controller Configuration



Use \uparrow/\downarrow and the A Button to select "DEFAULT 1," "DEFAULT 2," or to make customised key configurations. Select "EXIT" and press the A Button, or press the B Button to return to the Options Menu. All explanations have assumed DEFAULT 1 configuration.

• Language select option



• Credits

Credits for SONIC MEGA COLLECTION™ are displayed automatically. Press the B Button to return to the Option Menu.

• Save & Exit



Save option setup to Memory Card (system file).

Starting the Game

EXIT GAME

During gameplay (all titles), press the Z Button to exit the game, and then use \uparrow/\downarrow and the A Button to select from the following:

Exit: Takes you to the Mega Collection Game Menu.

Game Title: Takes you to the Title Screen of the currently selected game.

Resume: Returns you to the game in progress.



GAME SCORE

All enemies are worth 100 points. Defeating Dr. Robotnik at the end of a Zone earns you 1,000 points. Both a Time Bonus and a Ring Bonus will be added to your final score when available.



• TIME BONUS

This bonus is based on how much time you took to clear the Act.

• RING BONUS

This bonus is determined by the number of Rings you have left at the end of an Act.

The scoring features above do not apply to Sonic 3D Flickies' Island, Sonic the Hedgehog Spinball, and Dr. Robotnik's Mean Bean Machine.



SONIC[™] THE HEDGEHOG



Original Release

June 1991

Dr. Ivo Robotnik (AKA Dr. Eggman), the mad scientist, is snatching innocent animals and turning them into evil robots! Help our hero to fight enemies, rescue the helpless animals, and stop Dr. Robotnik from succeeding with his evil plot.



SONIC THE HEDGEHOG

• GAME OBJECTIVE

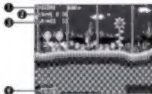
Avoid traps and crazed robots as you dash through 6 hazardous Zones, each with 3 exciting Acts. You will face Dr. Robotnik at the end of every third Act. You have 10 minutes Game Time to clear each Act. After 10 minutes, a "TIME OVER" message will appear and you will lose one Life.

EXTRA CONTROLS

The following game controls are unique to this title.

- While standing still, press \uparrow / \downarrow to scroll the screen up and down. (This will not work if Sonic is already at the highest or lowest point).
- Spin Dash mentioned on P5 cannot be used in this game.

GAME SCREEN



- 1 Present score
- 2 Time elapsed
- 3 Number of Rings (*Flashes when zero)
- 4 Remaining Lives

ITEMS & OBJECTS

• RINGS

Staying alive will be tough, but by grabbing Rings Sonic won't be hurt when attacked. If an enemy attacks, you will lose the Rings you have collected. If an enemy attacks while Sonic has Zero Rings, you will lose 1 Life.



• LAMP POSTS

By crossing through the Lamp post, your present score and time will be recorded. If you fail to complete the Act, you will return to the last Lamp post you touched.



SPECIAL ITEMS

Smash open the video monitors with Spin Attack to get Special Items.



Super Ring: Earns you 10 Rings at once!



Shield: Prevents you from losing Rings or being hurt when attacked (Won't protect you from other obstacles).



Power Sneaker: Makes you run super sonic fast!



1-Up: Gives you an extra Life.



Invincible: Keeps you safe from enemy attack for a short time (but won't protect you from other obstacles).

SECRET ZONE

If you have 50 Rings at the end of any Act, you can warp to the Secret Zone by grabbing the giant gold Ring.



Use the Spin Attack by ricocheting off multicoloured blocks in a 360° rotating maze. In each Secret Zone, the aim is to grab the Chaos Emerald and as many Rings as you can while keeping away from the Goal Blocks.



Chaos Emeralds: These come in 6 different colours: yellow, pink, blue, green, red and white. You can find one in every Secret Zone so collect them all!



Goal Block: This is the end of the Zone. Touch this and you will return to the previous Zone empty handed.



PLAY TIPS

- Grab all the Rings you can. When you lose the Rings, rush to grab them before they disappear.
- Watch the traps carefully to see how they move and improve your chances of avoiding them.
- Look for ways to get to places that seem impossible to reach.
- Use the Spin Attack to find hidden items.
- Look for secret rooms.
- Remember the Time Bonus. There's no time to lose!
- Destroy enemies in succession for bonus points!
- By collecting Rings and improving your score, you may be lucky and obtain a Continue worth 3 more lives after "GAME OVER." Press START/PAUSE before the timer expires during the Continue Screen.



SONIC 2

THE HEDGEHOG



Original Release

Nov 1992

Dr. Robotnik has returned, again bent on world domination. Join Sonic and his sidekick Miles "Tails" Prower the fox as they try to stop the demented scientist from discovering the Chaos Emeralds and completing the ultimate weapon, the "Death Egg."



SONIC THE HEDGEHOG 2

• GAME OBJECTIVE

Avoid traps and Badniks as you guide Sonic and his sidekick Tails through 10 different Zones on the tail of the mad scientist Dr. Robotnik. You have 10 minutes Game Time to clear each Act. If you go over 10 minutes, a "TIME OVER" message will appear and you will lose one Life. In "1 PLAYER" mode, the controller must be plugged into the Controller Socket 1.

• 2 PLAYER MODE (SIMULTANEOUS COMPETITION)

With 2 players, Sonic and Tails compete to clear each Act in the fastest time while gathering Score Points, Rings and Super Items. The game has 3 Regular Zones (2 Acts each) and a Special Stage. Player 1 moves Sonic through the Zone on the top half of the screen, and Player 2 moves Tails through the same Zone on the bottom half.

GETTING STARTED



During the Title Screen, use \uparrow/\downarrow to select either "1 PLAYER," "2 PLAYER VS.," or "OPTIONS" and press START/PAUSE to enter. By selecting "1 PLAYER," the game will begin when you press START/PAUSE.

If you enter "2 PLAYER" on the Title Screen, the Zone Selection Screen will be displayed. Use Control Stick / + Control Pad to select from the 3 Zones or the Special Stage and press START/PAUSE to start the 2 Player VS Competition.



PLAYER SELECT

You can choose a 1 player game with Sonic and Tails together, or Sonic Alone / Tails Alone.

If you enter "OPTIONS" on the Title Screen, the Options Screen of the game will be displayed. Use \uparrow/\downarrow to select "PLAYER SELECT," "VS MODE ITEMS" or "SOUND TEST" and \leftarrow/\rightarrow to change the settings or to select sounds. See the options details below.

VS MODE ITEMS

Choose All kinds of Items, or the Teleportation Item only in the video monitors in 2 Player VS game.

SOUND TEST

Press the B Button and \uparrow/\downarrow to change the sound number and press the A or X Buttons to hear the music or sound.

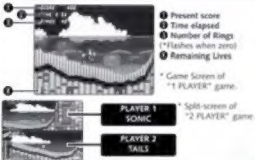
For "PLAYER SELECT" and "VS MODE ITEMS" press START/PAUSE to start the game from the Options Screen.

EXTRA CONTROLS

The following game controls are unique to this title.

- In Metropolis Zone, use  to turn the metal nut up or down the screw. 
- In Casino Night Zone, hold down the A, B, or X Buttons to push down a spring. Release the Button to spring away. 
- In 1 Player mode, a second player can take control of "Tails" using Controller 2. Rings collected by "Tails" are added to Sonic's total.

GAME SCREEN



ITEMS & OBJECTS

RINGS

By grabbing Rings you won't be hurt when attacked by an enemy. If you are attacked when you don't have any Rings, you will lose one Life. An extra Life is awarded when you collect 100 and 200 Rings. Rings collected by Tails are also added to your total.



STARPOSTS

By touching a Starpost, your present score and time will be recorded. If you lose a Life, you will return to the last Starpost you touched.

Touch a Starpost while holding 50 Rings or more and you'll see a Star Circle spinning above it. Jump in to enter a Special Stage (See below).



SPECIAL ITEMS

Smash open the video monitors with Spin Attack to get Special Items.



Super Ring: Earns you 10 Rings at once!



Power Sneaker: Makes you run super sonic fast!



1-Ups: Gives you an extra Life.



Invincible: Keeps you safe from enemy attack for a short time (but won't protect you from other obstacles).



Shield: Prevents you from losing Rings or being hurt when attacked once only (but won't protect you from other obstacles).

SPECIAL STAGE

This is your chance to collect a Chaos Emerald. Speed around the chute, picking up as many Rings as you can. Sidestep or jump over the bombs to stay in the race. If you finish the Stage, you will receive a Chaos Emerald and return to the Star Post on your original Zone.



2 PLAYER COMPETITION

Compete to obtain the highest score and to clear the Act in the fastest time. When one player finishes, a timer will count down from 60 seconds (see right). The other player must finish within 60 seconds.



SPECIAL ITEMS

Break open monitors to receive a mystery Special Item. The Special Items are revealed when they pop out.



The face you see on a 1-Up item is the character that receives it, regardless of who uncovers it.



Watch out when you see Robotnik's face! You will lose all of your Rings that you have collected.



When "Teleportation Only" is selected on the Options Screen (of this game), Sonic and Tails will switch places whenever a monitor is smashed.

PLAY TIPS

- Jump on levers, hang from vines, use the Spin Attack to find hidden items.
- In the Special Stage, don't move too fast or you may miss the Rings! In 2 Player VS Competition, concentrate on your own screen. Regardless of the end time, you can always win by collecting Rings and Special Items to improve your overall score.
- You can Continue once for every 100,000 points after "GAME OVER." Press START/PAUSE before the timer expires during the Continue Screen.

SONIC 3 THE HEDGEHOG.



Original Release

Feb. 1994

Dr. Robotnik's "Death Egg" has lost its ability to fly after crash landing on the Floating Island, and only the power of the Chaos Emeralds can repair his ship. To obtain these, he tricks their guardian Knuckles the Echidna convincing him that Sonic and Tails are really his enemies....



SONIC THE HEDGEHOG 3

• GAME OBJECTIVE

Defeat Mad Doctor Robotnik, led by Knuckles, the 1 Kings, a 100-cover Chaos Emeralds, you guide Sonic and his sidekick Tails through 6 different levels to the last of the 7 rings, the Emerald Emerald Emerald.

• 2 PLAYER MODES (SIMULTANEOUS COMPETITION)

Each player can control one, two or Knuckles and Tails in a 2-player mode. Characters are selected at the start of the game. There are five 2-Player Zones, 10 levels in each, and 10 rings in each.

GETTING STARTED

Press the **START** button to start the game. Press the **START** button to start the game. Press the **START** button to start the game.



After selecting 1-PLAYER, the title screen will appear. Press the **START** button to start the game. Press the **START** button to start the game. Press the **START** button to start the game.

Press the **START** button to start the game. Press the **START** button to start the game. Press the **START** button to start the game.



To play without saving the game, press the **START** button to start the game. Press the **START** button to start the game. Press the **START** button to start the game.

Press the **A** button during to return to the Title Screen.

• SAVING GAME FILES

To save a game file, press the **START** button to start the game. Press the **START** button to start the game. Press the **START** button to start the game.



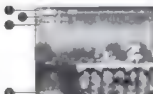
SONIC THE HEDGEHOG 3

EXTRA CONTROLS

Press the **START** button to start the game. Press the **START** button to start the game.

- Press the **A** button when water is rising to generate a 100-cover Chaos Emerald.
- Press the **A** button when water is rising to generate a 100-cover Chaos Emerald.

GAME SCREEN



- Press the **START** button to start the game.
- Press the **START** button to start the game.
- Press the **START** button to start the game.
- Press the **START** button to start the game.



Press the **START** button to start the game. Press the **START** button to start the game.

ITEMS & OBJECTS

• RINGS

Press the **START** button to start the game. Press the **START** button to start the game. Press the **START** button to start the game.



• STARPOSTS

Press the **START** button to start the game. Press the **START** button to start the game. Press the **START** button to start the game.



SONIK THE HEDGEHOG 3

• SPECIAL ITEMS

Squash up the video monitors with Spin Attack to get Special Items.



Super Ring: Earns you 10 Rings at once.



Invincible: Protects against harm from Badniks for a short period. Some moving objects are still harmful though.



Flame Shield: Protects from a fire attack, and by trapping into the air and pressing the A Button X Buttons, Sonic can perform a fire attack (flame) himself.



Water Shield: Breathe underwater and by trapping into the air and pressing the A Button X Buttons, Sonic can perform a water attack.



Lightning Shield: Turns Sonic into a Ring magnet, and by trapping into the air and pressing the A Button X Buttons, Sonic can perform a lightning attack.



Power Sneaker: Helps you run super Sonic fast.



1-Up: Gives you an extra life.



Robotnik (T-ANGER): Causes the same damage as a Badnik attack.

SPECIAL STAGE

Every Act has a hidden room with a giant Ring cap, the Ring teleport to the Special Stage. The stage is divided into three parts: Emerald, Collect the blue spheres and send the red ones. When you've collected all the blue spheres, a Chameleon will appear.



SONIK THE HEDGEHOG 3

BONUS STAGE

To finish the Bonus Stage, get the 100 rings and during an Act finish a Stage and then you will see the tiny stars that appear in the Bonus Stage, grab extra 1-Up, Special Items, and Ring by turning the crank of the Countball Machine.



COMPETITION GAMES

After clearing the Main Story, you can play the Competition game. Enter the Competition from the Screen by pressing the Competition button. Select the game and use the Competition button to enter whether you want to play Special, Perfect, or the game.



Press the A Button to return to the Competition screen.

Special Stage	Easy (100 rings) 1-Up
Perfect Stage	Hard (100 rings) 1-Up
Competition	Easy (100 rings) 1-Up

PLAY TIPS

- Use the Ring magnet to collect rings. Use the Ring magnet to collect rings. Use the Ring magnet to collect rings.
- Be prepared for underwater stages. Use the Ring magnet to collect rings. Use the Ring magnet to collect rings.
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SONIC & KNUCKLES



Original Release

Case 1: 1994

It is determined to find the Emeralds hidden on the Floating Island and Knuckles is equally determined to stop them by all means available. While they're going the rounds with each other who will win in Robotnik's?



SONNE & KNUCKLES

- GAME OBJECTIVE

[illegible]

TITLE SCREEN

[illegible]

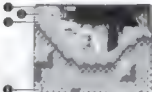
EXTRA CONTROLS

* *Journal of Management Education* 25(10) 1139-1150

- [illegible]



GAME SCREEN



- H_2O is a polar molecule
- H_2O is a small molecule
- H_2O is a liquid at room temperature
- H_2O is a good solvent
- H_2O is a good heat conductor

ITEMS & OBJECTS

• RINGS

By ~~gathering~~ Rings you won't be hurt when attacked by an enemy or if an enemy attacks when you don't have any Rings, you will lose one Life. Collect 100 Rings to get an extra Life, and 50 Rings during a 3D Special Stage or Bonus Stage to get a Continue (See below and P.27).



• STARPOSTS

By touching a Starpost, your present score and time will be recorded. If you lose a Life, you will return to the last Starpost you touched. Touch a Starpost with 50 Rings or more and you'll see a Star Circle spinning above it. Jump in to enter a Bonus Stage. (See below.)



• SPECIAL ITEMS

Smash open the video movies with Spins Attack to get them. For details of the special items for this game, please refer to the Special Items in the instruction booklet (the booklet is 1, see P.12).

3D SPECIAL STAGE

Every 25 Rings will appear a Ring. When a Ring appears, grab it. The Ring will disappear to the 3D Bonus Stage. This is your chance to obtain a Super Emerald.



Collect the blue spheres and avoid the red ones. Avoid the spikes and obstacles among the blue spheres, and by grabbing the spheres around the edge, all blue spheres will turn to Rings. When you've collected all the blue spheres, the Chaos Emerald will be yours. Grabbed 100 Rings in this stage to get a Continue.

BONUS STAGE

Start with Ring, activate a Starpost, and leap into the stars that appear above to enter a Bonus Stage. The amount of Rings you are holding determines which Stage you go to.



PLAY TIPS

• GLOWING SPHERES STAGE

Sonic is stuck to a magnetic sphere. Roll to the top before jumping to a higher one. Use the Poppers to help you. And watch out for the frozen field (appearing up from below).



• RINGS MAGNET STAGE

Collect Rings when the tumbler roll. Jump towards the center to stay in the Stage.





Original Release

New 399c

Sonic travels to Flickies' Island only to find that Dr. Robotnik has turned the mysterious birds known as Flickies into vicious robots! Help Sonic to rescue his friends and foil the deranged scientist's fiendish plot.



SONIC 3D FLICKIES' ISLAND

• GAME OBJECTIVE

Defeat the enemies and rescue the Flickies by bringing them back to their own continent. Throughout the game you can power up your Super Sonic with a dash from the Flickies' eggs. Once freed, rescue all the Flickies to attract their attention and they will follow you obediently. Take care though, as they're terrible warriors when Sonic is attacked by enemies.

GETTING STARTED

• OPTIONS MENU

Press **START** (A) to start during the Title Screen, display the main options. Move in this position **↑↓** to start either **START** (A) (Title), and **START** (B) (Test) and press **START** (A) to select. Quitter.



In the game screen, press **CONTROL**, then the **B** or **X** Button to toggle between the game settings. Press **START** (A) to enter the setting.

Notice that the keys **A**, **B**, and **X** represent the **W**, **A**, and **S** keys, and on the left side, **START** (A) and **START** (B) buttons are shown on the left side of the screen.

• GAMEPLAY

Press **START** (A) to start, and then to the **START** (A) and **START** (B) buttons. Press **START** (A) to start, and then to the **START** (A) and **START** (B) buttons. Press **START** (A) to start, and then to the **START** (A) and **START** (B) buttons. Press the **A** Button to start the game.

• PAUSE

Press **START** (A) and **START** (B) to begin the game.

• PROLOGUE SCENE



When you start your game, the prologue scene will play. Press the **A** Button to continue to the next scene. Press **START** (A) to skip the whole prologue scene and begin the game.

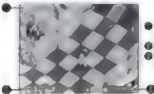
SONIC 3D FLICKIES' ISLAND

GAME CONTROLS

The following list of controls includes unique titles:

- Use the four A buttons to jump and Spin Attack.
- Hold down the center Stick on Control Pad to move faster, dash, and press the opposite direction to break quickly.
- While standing still, hold down the A Button to spin, and release to perform a Spin Dash.
- While moving, press the A Button to move freely while spinning and attack enemies.

GAME SCREEN



- Numerous Rings float in the air.
- Enemies appear in the air.
- Enemies appear in the air.
- Enemies appear in the air.

ROBOTS & FLICKIES



When a robot is hit by a Flickie, it will drop a ring and release the Flickie. The Flickie will then fly up to the top of the screen. The Flickie will then fly down to the bottom of the screen. When a Flickie is hit by a robot, it will drop a ring and release the Flickie. The Flickie will then fly up to the top of the screen. The Flickie will then fly down to the bottom of the screen.



If a robot gets hurt by a robot, the Flickie will follow and scatter to help pick them up again.

ITEMS & OBJECTS

• RINGS

Collect rings to protect you from enemy attacks and increase your score. Grab 50 rings or more to gain access to Bonus Stages and Tan Bonus Stages.



SONIC 3D FLICKIES' ISLAND

• SPECIAL ITEMS

Watch spin the video monitors with Spin Attack to get Special Items.



Rings: Earn you 10 Rings at once.



Shields: Blue shields protect against regular and electrical damage. Red Shields protect against long and fire damage. White shields protect against enemy attacks and enable Sonic to perform a Spin Attack. Press the jump button twice to activate the shields.



Extra Life: Earn 100 rings to earn a Bonus Stage. It can be found inside the video monitors. The Bonus Stage if you collected all 100 rings.

• SPRINGS AND TRANSPORTS

The Spring is a jump pad that can be used to launch the Flickie. The Spring is a jump pad that can be used to launch the Flickie. The Spring is a jump pad that can be used to launch the Flickie.



Transports: Move the Flickie and drop the Flickie. The Transport is a jump pad that can be used to launch the Flickie. The Transport is a jump pad that can be used to launch the Flickie.



• CHAOS EMERALDS

When you have 100 rings, you can find a Chaos Emerald. The Chaos Emerald is a jump pad that can be used to launch the Flickie. The Chaos Emerald is a jump pad that can be used to launch the Flickie.

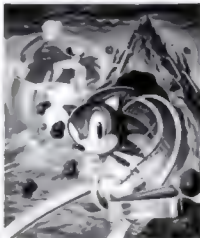


• DIMENSION RINGS

Jump and grab the ring part of the Dimension Ring. When you have 100 rings, you can find a Dimension Ring. The Dimension Ring is a jump pad that can be used to launch the Flickie. The Dimension Ring is a jump pad that can be used to launch the Flickie.



SONIC! SPINBALL



Original Release

Nov 1993

The devious scientist Dr. Robotnik is once again turning the animals of Mobius into robots using his monstrous contraption the Veg-O-Matrix. Only Sonic can penetrate the primal defence system, hit the pumps, reboot the brainpots and put a stop to his brain plan.



SONIC THE HEDGEHOG SPINBALL

• GAME OBJECTIVE

Using Sonic's spin attack, work your way up through the veg-O-matrix, crossing overlanded landscapes, collecting Emeralds and avoiding traps to spin your way to the top. Four people can take turns to control Sonic on this thingy called a pinball.

GETTING STARTED

• TITLE SCREEN



Pressing the Start button (use \uparrow \downarrow buttons either START or OPTIONS) and you're ready to go. Press the Start button (use \uparrow \downarrow buttons either START or OPTIONS) to change the coin price (payline: OPTIONS).

• OPTIONS MENU

Press the Options Menu (use \uparrow \downarrow buttons either START or OPTIONS) and you're ready to go. Press the Start button (use \uparrow \downarrow buttons either START or OPTIONS) to change the coin price (payline: OPTIONS). Press the Start button (use \uparrow \downarrow buttons either START or OPTIONS) to change the coin price (payline: OPTIONS).



GAME CONTROLS

START/PAUSE

 \uparrow \downarrow

A / B / X Button

 \uparrow Spin A / B / X Button

B Button

A Button

X Button

A + B + X Button

PAUSE GAME

MOVE SONIC

JUMP ON GROUND

SPIN DASH

TILT LEFT FLIPPER

TILT RIGHT FLIPPER

TILT BOTH FLIPPERS

TILT SHAKE (BONUS ROUND)

When you're in the game, use the left and right buttons to move Sonic. Use the A button to jump on the ground, the B button to spin dash, the X button to tilt the left flipper, the A button to tilt the right flipper, the X button to tilt both flippers, and the A + B + X button to tilt the shake (bonus round).

GAME SCREEN



P1 2 4,447,500

The Status Strip at the top of the screen shows the following information at various stages of the game.

Player Numbers and Lives: Shows current level, who is playing and the number of lives remaining. Sonic starts with 3 lives. Reach 20,000,000 points and gain an extra Life.

Emeralds: Shows the number of Emeralds remaining in each level, and how many times an obstacle needs to be hit before opening a path to the Emerald.

Urgent Orders: These messages need a quick reaction!

Loop Successes: Shows how many loops you've completed.

Score Update: Shows your current score.

End totals and Bonuses: Shows the total score for loops, Rings and time at the end of a level.

Sonic Status: "Too Baaaad," when you get another shot at the level.

GAME STRATEGY

Each level has a number of Chaos Emeralds you must collect before confronting the boss robot and completing the level. A variety of hunchways and other obstacles stand between you and the Emeralds. These can only be passed by flicking hidden switches, and by repeated Sonic attack force.

Follow the directions marked in the background to make sure you hit the right spots.



With the blockages cleared, follow the path to find the Emeralds.

When all the Emeralds have been gathered, Sonic must destroy the level boss.



BONUS ROUNDS

At the end of each level, there is a Bonus Round.

This is a game of regular pinball and you have 3 balls to play.



PLAY TIPS

- Launch Sonic by tilting both flippers together with the X Button. This is a safe and easy tactic for beginners.
- Watch out for lights and arrows showing important spots and routes in the background.
- Catch Sonic on the flippers by holding them up as he enters the Alley Ramp. This way you can aim him more accurately.
- To shoot straight up, fire when near the hinge of a flipper. To launch at an angle, let him roll towards the tip first.
- Don't forget to watch the Status Strip for extra gameplay hints!

DR. ROBOTNIK'S MEAN BEAN MACHINE™



Original Release

Nov. 1993

Dr. Robotnik is changing the jolly folk of Beanville into devious little robots that will help rid Planet Mobius of music and fun forever. Group the beans together to help them escape while working your way up to the wilyer henchbots.



DR.ROBOTNIK'S MEAN BEAN MACHINE

• GAME OBJECTIVE

Remove the beans by stacking 4 of the same coloured beans together. Attack your opponent by creating chain reactions, but watch out for counter-attacks!

Beans drop from the top of the dungeon in pairs. When 2 beans of the same colour touch, they will link. When 4 or more beans are linked together, they disappear from the dungeon. Try to arrange the beans into groups as they drop to prevent them from overflowing.

GETTING STARTED

• DEMO SCREEN



Wait a few seconds during the Title Screen to see Dr. Robotnik's explanation of his goals followed by a comprehensive demonstration of the game. Press START/PAUSE to bring up the Title Screen.

• GAME MENU

Press START/PAUSE during the Title Screen to enter the Game Menu. Use \uparrow/\downarrow to select different menu items and press the A, B, X Buttons, or START/PAUSE to enter.



SCENARIO MODE

Play against Robotnik's henchbots!

1P VS. 2P MODE

Simultaneous play against a friend!

EXPLORE MODE

A practice mode against the timer.

OPTIONS

Change various game settings.

OPTIONS

In the Options Menu, use \uparrow/\downarrow to select different menu items. Use \leftarrow/\rightarrow to change settings and press START/PAUSE to return to the Game Menu to start your game.



DR.ROBOTNIK'S MEAN BEAN MACHINE

KEY ASSIGNMENT

Customise the game controls of the Controller.

Note that the keys ("A," "B," and "C") displayed on the Option Menu represents the MEGA DRIVE™ keys, and not the NINTENDO GAMECUBE CONTROLLER Buttons (see P.5. for Controller Configuration).

VS. COM LEVEL

Set the difficulty level for Scenario Mode.

SAMPLING

Turn off certain sound effects.

1P VS 2P MODE

Choose the number of games to include when playing a friend.

INPUT TEST

Test to make sure your Controller Buttons are set-up correctly.

GAME CONTROLS

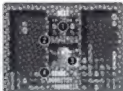
The following controls are common to all 3 Modes.

START/PAUSE	PAUSE GAME
←/→	MOVE BEANS
↓	SPEED UP DESCENT
A Button	ROTATE COUNTERCLOCKWISE
B / X Buttons	ROTATE CLOCKWISE

GAME SCREEN

SCENARIO MODE

During Scenario Mode, your dungeon will appear on the left side of the screen while your opponent's (CPU) dungeon appears on the right.



1 Next Pair of Beans

2 Current Stage

3 Opponent (Henchbot)

Check your progress from the robot's expression.

4 Scores

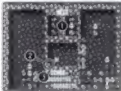
Top: yours Bottom: opponent's

*Note that your dungeon will appear on the right side of the screen if you play Scenario Mode with the Controller connected to Controller Socket 2.

DR.ROBOTNIK'S MEAN BEAN MACHINE

1P VS 2P MODE

During the 1P VS 2P Mode, Player 1's dungeon is on the left side of the screen and Player 2's dungeon is on the right.



1 Next Pair of Beans

2 Games Won

Left: Player 1

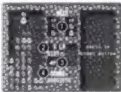
Right: Player 2

3 Scores

Top: Player 1 Bottom: Player 2

EXERCISE MODE

During the Exercise Mode, Player 1's dungeon is on the left side of the screen and Player 2's dungeon is on the right.



1 Next Pair of Beans

2 Current Levels

Left: Player 1 Right: Player 2

3 Has Bean

Occasionally drops into your dungeon to help save Beans.

4 Scores

Top: Player 1 Bottom: Player 2

BEANS

Link 4 or more Beans of the same colour to make them disappear from your dungeon. Link them vertically, horizontally, or in clumps.

If you drop a pair of beans horizontally on an uneven surface, any Bean left hanging will drop to the lowest point of the column.

The descent rate of the Beans can gradually speed up dramatically, even in the early levels. Don't panic though! This is only temporary.

REFUGEE BEANS

Refugee Beans will drop into the opponent's dungeon whenever a player successfully releases a group of Beans. Refugee Beans cannot be linked to any colour, and can only leave when neighbouring beans disappear.



DR.ROBOTNIK'S MEAN BEAN MACHINE

Check the top of your dungeon for advance warning of how many Refugee Beans will drop (See below).

One Small Clear Bean: One Refugee Bean.

One Big Clear Bean: Six Refugee Beans.

One Big Red Bean: Thirty Refugee Beans and big trouble!

The Greater the number of Beans that vanish (especially in a chain reaction), the greater the number of Refugee Beans will drop into your opponent's dungeon!

SCORES

- Earn points when your Beans vanish. The bigger the chain reaction, the more bonus you can earn!
- Earn points by speeding up the descent rate of the Beans falling into your dungeon.
- If you win a game within a certain amount of time in Scenario Mode (110 seconds for a normal game), you receive a special Time Bonus for each second remaining.

If you've achieved a high score by the time you end the game, a High Score Screen will be displayed. Use $\blacktriangle/\blacktriangleright$ to select the letters and press the A, B, or X Buttons to fill in the next letter of your initials (up to 3 letters). Use \blacktriangleleft to return and correct any mistakes.



PASSWORD

A password appears when you win a Stage in Scenario Mode. Use this password to start future games from the next Stage up.

First choose Scenario Mode from the Game Menu, then select "CONTINUE." When the Password Screen is displayed, use $\blacktriangleleft/\blacktriangleright$ to highlight the type of Bean you want to fill in the space and press the B, or X Buttons to enter the Bean into the password. Use the A Button or select the backward arrow to return and correct any mistakes. When you are finished entering your password, press START/PAUSE or select [END] and press the B, or X Buttons. If your password is incorrect, a buzzer will sound.



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